

Imperia Roleplay Code For Millennium Dawn Roleplay Games:



Roleplay Standards

The Imperia server rules apply fully. While playing a “villainous” nation or character is allowed, themes such as terrorism, xenophobia, or massacres must be portrayed with discretion and never graphically. Keep your roleplay tasteful and respectful of the community guidelines at all times.

DARE TO PLAY BIG!

Players who complete a full season as the USA or China receive priority in the next seasons nation assignment, increasing their chances of receiving their first choice pick.

No Meta Gaming

We are not here to be the best, or winners, we are here to write a story together. With ups and downs for your nation. These are the values you have to represent while playing in our games.

NO RULE LAWYERING

-Trying to work around the rules/finding loopholes to your advantage.

LIMITED AI USAGE

Using AI tools like ChatGPT is allowed only to support and refine your own Research, AI Images or writing (e.g. grammar, translation, formatting); fully AI-generated posts are strictly forbidden and may result in penalties. The GC has the right to see the Prompt you use for your Post.

ALL CIVIL WARS ARE CANON

All civil wars are valid in RP as long as the player was in game; they are fully canon and their consequences have to be RP'd. Embrace the losses.

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Roleplay Mindset

The goal of a roleplay game is to create a unique story to connect with the community of players in a meaningful way. **The goal isn't to win**, but to become a better storyteller and having a creative outlet. We should teach new players how to roleplay, and create an experience that you simply don't get in casual or competitive games.

That means...

No Rule Breaking, Cheating or Hacking

No Meming &/or Trolling

No Exploiting mechanics in order to gain an in-game advantage.

You must have a functioning microphone to participate in the game!

(Unless you are a coop with a main player who has a functioning microphone.)

Encouraged Behavior

This is a roleplaying game and the mechanics of the game should be seen as tools to tell a story. Playing optimized or meta gaming is **not** okay, if you play too strong you might get a debuff to stabilize game health, but if you deliberately optimize your playstyle and it does **not** fit your RP narrative, then it is a **rulebreak**.

Give your story time to play out, go into the finer details of things and take your time. Think outside the box in a realistic and logical manner.

Think of how your actions may have reasonable in-RP consequences

Keep memes out of the Roleplay.

We can have fun but we expect that everybody will take the RP seriously, and we expect everybody to treat things in a realistic manner that makes sense. Respect that. (Example; Saul Goodman goes to Afghanistan and becomes President. No Bueno)

Communicate and engage with other players!

Don't just roleplay against/with AI, you will have a lot more fun interacting with other players!

Stay in Character

During the Session, you **must** remain in character **at all times** throughout the **entirety** of the Session. **Everything you say during the session is in character**, and you must **not** break character at **any** point, for **any** reason. Unless absolutely necessary for less than 1 minute.

OORP Conversations can take place **after** the session if necessary.

If there is no RP to be done, then players should **not** be 'hanging out' in VC's.

If the GC thinks that players are just casually hanging around in the voice channels, it is at their discretion to ask you to split up the chat.

Research your character/leaders!!

Millennium Dawn is centered around the real world, and the characters in the game are real people you can look up online. Use this to your RP advantage to make it more engaging and relatable to real life.

Keep your Out Of RP emotions out of the games.

Main Rules

Rule 1- Selecting A Nation

1A -To join a Millennium Dawn game, please select five countries you would like to play as, and then fill out the Millennium Dawn Signup Form.

If you are Tier 2+ you must put at least 1 rank locked nation onto your list (It cannot exceed your rank)

1B -The Game Controller will assign you a country, and will notify you with a ping.

1C-Your signup will be ignored if you do not include **Five** countries.

1D - Major countries (to see the major list, check below) can only have 2, while any other countries can only have 1 coop.

If you get assigned to a major country, you must join every session or find a replacement.

Major countries: Russia, USA, China, France, United Kingdom, India, Japan, Germany, Brazil, Iran, Italy, Pakistan

If you are Tier 2+ you must put at least 1 [rank locked nation](#) onto your list (It cannot exceed your rank)

1E- It is required to make a country profile for your nation once assigned, and post it into the **#country-profiles Discord channel in order to join the game and start Roleplaying!**

1F- If you are new or unranked in the Discord, under 'what is your discord tier?' put Discord Rank "0"

Certain countries are locked behind [rank requirements](#) which means you have to play in games and prove yourself to be trustworthy and willing to roleplay. In order to see which ones have a requirement check the link above.

Rule 2- Diplomatic Rules

2A- All players must remain in character during the session.

2B- Treaties made between two countries must have written down the restrictions, boundaries, agreements, and consequences of the treaty within the appropriate news channel.

2C- You may not do focuses that negatively impact another player's country without their, or the GCs OORP consent.

2D- Focus Tree Unifications

If your tree has unification focuses you can only take 1 every session and unify with only 1 country per session. Sufficient RP for such unification is needed to be released before the actual unification.

Rule 3- Common Roleplay Rules

3A-Written deals/treaties may be broken with valid roleplay.

3B- Posts marked as "**Spoiler**" on Discord are considered **Secret**, and nobody has knowledge of it in Roleplay, and cannot be used unless you have **roleplayed** the

infiltration of the appropriate sector using your **spy agency** in game (Army, Civ, Navy, Airforce). You are only allowed to 'expose' 1 secret per successful infiltration operation.

3C- The "General" chats are considered OORP Chats and anything said in them cannot be used in Roleplay.

Rule 4-Rules of War

4A-All wars must make roleplay sense and should be rooted in realism.

4B-Players should use the appropriate news channel to make the situation clear and host international talks in a VC **prior** to a declaration of war. (This is not to prevent wars entirely, but rather to encourage them to play out in an engaging and realistic manner.)

4C- Guarantees are allowed but must be used with logical roleplay in mind.

4D-You **may** cause a civil war in another player's country, but you must talk to the affected player first, and do detailed roleplay to justify it.

4E- You CANNOT roleplay as an AI nation.

Before declaring war

-If you want to go to war with another nation, you need to have proper justifications and casus belli

-In order to declare the war you need to write and release enough RP posts.

- Before pushing the button you need to talk with the game's GC

-The GC can approve of the war or ask for more RP to be released and/or reject your war attempt.

If it's a **player vs player** war you need to talk with the affected player and inform them about the upcoming war. If the affected player has a problem with the war, it's up to the GC to rule in favor or against the proposed war.

- Do not hit the 'Call All Allies' button! Only call the participating players individually.

Rule 5- Basic/Common Rules of War:

Navy:

5A- No Minelaying

Air:

5B- No Flickering Air

(Moving air-wings outside of a region to avoid getting shot down, then putting them back, then taking them away, repeat repeat, until the enemy is dead. Just let your planes fight it out over the combat zone so it's less gamey.)

Army:

5C- No Victory Point Snaking to end a war early.

5D- Paratroopers may not be moved after parachuting until friendly frontline ground units link up with them, and paratroopers may **not be used on the Capital, and are not to be used to force a capitulation, see snaking rule.**

5E - Divisions consisting primarily of attack helicopters regiments and light air assault infantry regiments can only be maximum 30 width.

5F - No cheesing the war mechanics.

Rule 6- Economic Rules

6A - You need valid **roleplay reasons** for foreign investment or having others invest in you. This involves actual **roleplay** of the process in a realistic manner as well as utilizing real existing corporations and the like to justify how this would be done.

You are also **limited** to the number shown down, you can give **and** receive:
based on your nation's GDP!

	<u>Send</u>	<u>Receive</u>
\$15 Trillion +	8	7
\$10 Trillion	7	6
\$4 Trillion	6	5
\$2 Trillion	5	4
\$1 Trillion	4	3
\$0 Trillion	3	3

(1,000 billion=1 Trillion)

6-F All investments are limited to a max of 50 Billion total per each RP interaction.

6G- ONLY 1 SLOT PER COUNTRY!!

Report any new investments in the foreign investment tracking channel in the discord with the price. (Example: Russia 2 Civs→ Saudi Arabia \$44Billion)

6H - In order to promote the usage of soft power, countries can recall/take back their factories (partially or all of them) from countries. In practice the receiving country would need to delete them from the game.

If a country is retaking/recalling their factories from your countries, you can RP the nationalization of 25% of those investments (example: Germany is recalling 4 factories from Russia because it declared a war. In this case Russia can "keep" and nationalize 1 factory.)

Rule 7- Intervention Forces

Intervention Forces are State Sponsored Forces to intervene in an Armed conflict. They are a huge escalation and the opposing side can view this as a serious and aggressive action. It can be internationally seen as a casus belli or a declaration of war.

If you are intervening for a faction in a war, you have to do a sufficient RP Post beforehand and ask the GC for approval. you are limited to directly supporting *only 1* country within that faction.

If there is no post made prior to intervening in a conflict they can not participate in combat.

Volunteers: are Militias that are not state sponsored. They can be rp'd, and seen, as "real" volunteers. They will be spawned in the Nation you are sending them to via decisions, and like everything else, require RP to be sent out.

You are limited to directly supporting only 1 country within one faction with volunteers/intervention forces.

7A- AI vs AI Proxy War Volunteers

10 to 20 Width Divisions **MAX**

Only Infantry or Motorized battalions

No Limits on Support Companies

You must make sufficient written RP posts in advance of clicking “send intervention forces”

If there is no post made prior to intervening in a conflict they can not participate in combat.

Intervention into a conflict must make RP sense.

7B- Player vs Player and Player vs AI Volunteers

40 combat width limitation. Volunteer battalions can only have 1 attack helicopter battalion and/or 2 tank battalion and/or 5 IFV battalions max, including support companies.

Before a player can send a volunteer force to a Player vs AI War or a Player vs Player war, he must receive from the Game Controller or the opposing player.

You must make sufficient written RP posts before clicking “send intervention forces”

If there is no post made prior to intervening in a conflict they can not participate in combat.

7C - Same limitation applies to PMC units, except that they cannot use/receive aircrafts (except transports).

Intervention Force Limitations:

40 combat width limitation. Intervention units can only have:

1 attack helicopter battalion

and/or 2 tank battalions

and/or 5 IFV battalions max, including support companies.

Before a player can send an Intervention force, he must receive approval from the GC or the opposing player.

You must make sufficient written RP posts before clicking “send intervention forces”

7C - PMCs

If your Nation doesn't start with a historic PMC, you need GC Approval to create it. PMCs can be seen as State Intervention Forces, and they apply to the same rules.

Rule 8-Puppeting

8A- After a PVP war, you can't annex the opposing player's nation, but you are allowed to puppet them. (unless annexation was agreed upon by the other player, the player then can become a coop, or take another nation with GC approval.)

8B- In order to puppet a nation, **an extensive development** of RP must be done. The Game Controller reserves the right to reverse a puppet if RP is nonexistent or insufficient.

8C- All actions pertaining to territorial conquest, or puppeting must have a serious basis in reality.

(For example, Iraq puppeting Germany doesn't make any sense.)

8F- Integrating land from your puppets into your own nation is only allowed when there is proper roleplay to justify it, and the Game Controller approves it.

8G-You cannot use military aid to annex your puppets.

Rule 9 - Lend Lease Rules/Arms Market Rules

9A-In order to receive a lend lease from a nation, both the receiving nation and the sending nation must roleplay it in the appropriate RP news channel.

9B- in order to purchase equipment off the arms market, you must RP with the player you're buying them from.

Rule 10 - Technology

10A - Countries are allowed to purchase **1** technology per session through RP & Save Edit.

10B - Stealing tech through in game spy agencies is unlimited.

Rule 11- *Nuclear Mechanics*

Since Millennium Dawn has added nuclear weapons into the game, it is important to remember exactly what they are. **These weapons should not be treated lightly in a roleplay game.** **Your actions should be heavily defined by realism.** Please keep that in mind when **threatening or using** nuclear weapons.

11A- Tier 5+ is Required to acquire nukes when you dont start with them.

Independent Nuclear Development:

- GC must approve
- Nation must have a GDP of at least 10 trillion
- Proper and extensive roleplay on the development of nuclear weapons must be done

Dependent Nuclear Development:

- GC must approve
- both the sharing nation and receiving nation must RP the cooperative development of these weapons.

11B- In order to start a nuclear program you must fill out the [Nuclear Form](#)

11C- If you start as a nation that is a part of the [nuclear proliferation treaty](#), you must roleplay coming out of that treaty **before** announcing that you have nukes.

11D- Countries that intend to use nuclear weapons in an upcoming conflict must properly roleplay with the opposing nation. They shouldn't be used lightly. The GC has to be consulted before Launch.

Rule 12-Save Edits

In between games, a player can request any reasonable edit to be added into the game as a **result/reflection** of their roleplay. **Remember that the RP justifies the Edit! Not the other way around.**

Economic save edits can only be requested if the nation was controlled by an AI beforehand.

It is not guaranteed that your save edit will be carried out.

“We are here to build a living, breathing world together through collaborative geopolitical roleplay. Bring your nation to life not just through military developments, but with rich, detailed posts that explore its internal politics, societal changes, and everyday realities. Your stories shape the world we are creating, make them count.”

- Enbo (or ChatGPT)